The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA..  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.